IT'S NEW! IT'S FAST! IT'S HOT! IT'S...

No.2 12th JUNE 1993
Every Fortnight

sonic the comic

95p

Britain's OFFICIAL SEGA COMIC

starring

THE WORLD'S FASTEST
BLUE HEDGEHOG!

NEW THIS ISSUE!

WONDER BOY
in the deadliest world yet!

PLUS

SHINOBI & GOLDEN AXE

FREE!

Exclusive Sonic The Comic badge!

Badge missing? Contact your newsagent

NEWS • REVIEWS • CHARTS • THE Q ZONE • AND MORE!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadriod.

Welcome Screen

HEY, BOOMERS!

What? Two weeks gone by already? Guess it must have because it's time to welcome you to the second totally sensational issue of SONIC THE COMIC.

With the dust still settling on our astounding launch issue, me and the humes round here (who think they're in charge) have been working flat out to make this issue even better.

For a kick-off there's your free STC badge, exclusive to Sonic Boomers everywhere. Pin it on your chest, it's a fashion statement of the highest order!

Then we have the start of a brand-new comic strip - WONDER BOY. You've played the games on the Mega Drive and Master System, now join Shion The Wonder Boy in an all-new adventure as he prepares to enter Demon World!

OK, free badge, new series - what else? Only the best line-up of Sega-powered comic strips and features ever packed between two covers, that's what.

If all that wasn't enough I need your help. Come on, Boomers, STC needs your input in all sorts of ways: High scores, letters, drawings, hints, tips, competition entries and, most importantly, suggestions for games worthy of being turned into pulse-racing STC comic strips. It all has to come from you. Get writing - or use the STC Data Strip inside the back cover.

Before that, however, don't forget to order the next Segasational issue of Sonic The Comic - with your free double-sided Sonic poster! No, don't thank me. I'm only doing what I do best.

Megadroid

WORLD OF SEGA

Racing to the Future

Damon Hill, Formula 1 racing ace, talks to STC

As if belting round the world's toughest motor racing circuits at speeds in excess of 180 miles per hour wasn't exciting enough, Damon Hill is a bit of a video game fan. Hill, racing partner to Alain Prost in the all-conquering, Sega-sponsored Williams Formula 1 team, is rapidly making a name for himself in the 1993 Grand Prix season. At the recent Sega UK Challenge (where Damon presented the prizes) he took a few moments out of his hectic schedule to talk exclusively to Sonic The Comic.

You'd think the lightning-fast reflexes needed for driving a high-performance racing car would help with video games. Not according to Damon.

"The reverse is more often true," he told us. "In fact the future generations of motor racing drivers could find it helps to have been a good games player. Anything you can do that speeds up reactions will help in racing."

Damon Hill at the wheel of a Sega Game Gear

What about all these motor racing games available on Sega and other systems? How do they compare to the real thing?

"Well, it doesn't cost so much when you make a mistake, like piling your car into a track barrier!"

Good point. But how do they handle?

"The concentration you need is not any less than the real thing," Damon told us. So remember that when you're next revving up Super Monaco Grand Prix on the Mega Drive!

Damon and the whole Williams team are very pleased to have Sega as one of their prime sponsors. In fact, the appearance of a certain spiky blue hedgehog in the Williams pits has sparked off a new rivalry with their 'arch enemies' in the McLaren team. Whenever McLaren beats Williams in a race a squashed hedgehog symbol is painted on their cars. But whenever Williams win their cars sport a skull and crossbones!

The Sega Charts

Top Ten chart action for all the Sega systems. Check out your favourite games here every issue.

up | down | — non mover | new new entry | RE re-entry

MEGA DRIVE

1	new	SUPER KICK-OFF
2	▼	PGA TOUR GOLF 2
3	▲	TINY TOONS: BUSTER'S TREASURE
4	new	ANOTHER WORLD
5	▼	ECCO THE DOLPHIN
6	▼	STREETS OF RAGE 2
7	▼	ROAD RASH 2
8	▼	SONIC THE HEDGEHOG 2
9	RE	DESERT STRIKE
10	▼	LEMMINGS

MASTER SYSTEM

1	—	MICKEY MOUSE 2
2	—	SONIC THE HEDGEHOG 2
3	—	LEMMINGS
4	▲	THE NINJA
5	▲	DARIUS 2
6	▼	CALIFORNIA GAMES
7	▼	TAZMANIA
8	▼	DOUBLE DRAGON
9	▼	WIMBLEDON TENNIS
10	RE	TOM & JERRY

GAME GEAR

1	—	SONIC THE HEDGEHOG 2
2	—	LEMMINGS
3	▲	SUPER KICK OFF
4	RE	ARIEL: THE LITTLE MERMAID
5	▼	STREETS OF RAGE
6	▼	TAZMANIA
7	RE	CHUCK ROCK
8	▼	BATMAN RETURNS
9	—	DONALD DUCK
10	—	AX BATTLER

PENGUIN ELSPA > CHARTS < GALLUP

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Varnicoat Ltd., Pershore. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London. Copyright © Fleetway Editions Ltd., 1993. Copyright © Sega Enterprises Limited, licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited. Circulation/trade enquiries: Conway Magazine Marketing, Tavistock Road, West Drayton, Middx. GET THE [illegible] FOR [illegible]

Sonic THE HEDGEHOG

ROBOFOX

THE GREEN HILL ZONE...

TAILS?

HEY, TAILS?

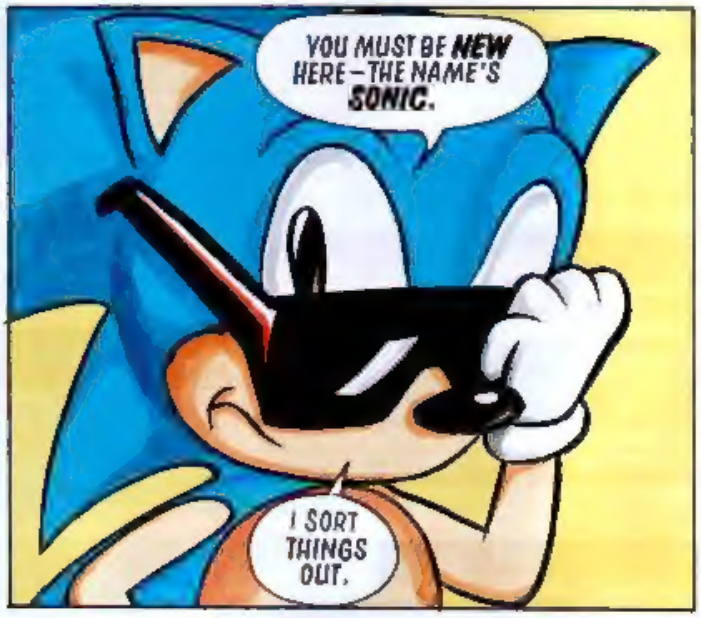
I DON'T GET IT. WHERE'S EVERYONE GONE?

Script: Mark Millar Art: Woodrow Phoenix Lettering: John Aldrich

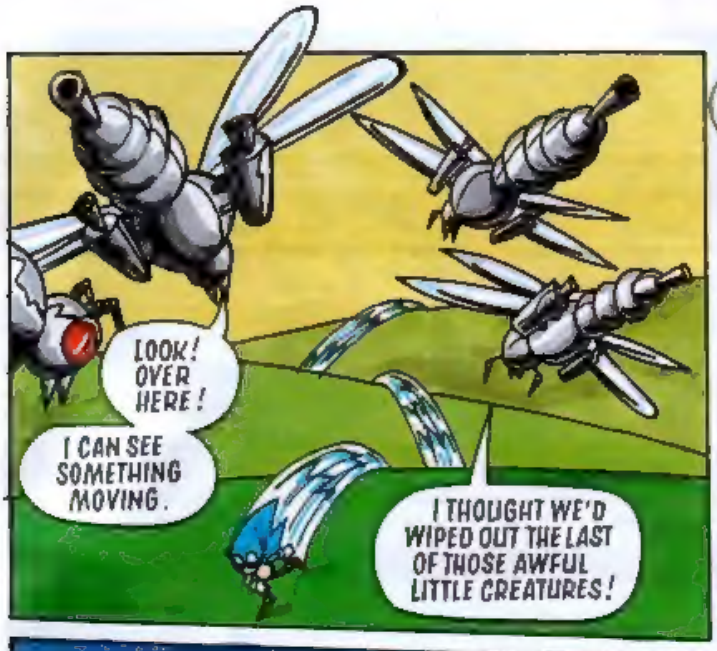
NOT HERE?
WHAT ARE YOU TALKING ABOUT? TAILS LOVES THIS PLACE.
HE DIDN'T LEAVE. HE WAS TAKEN.

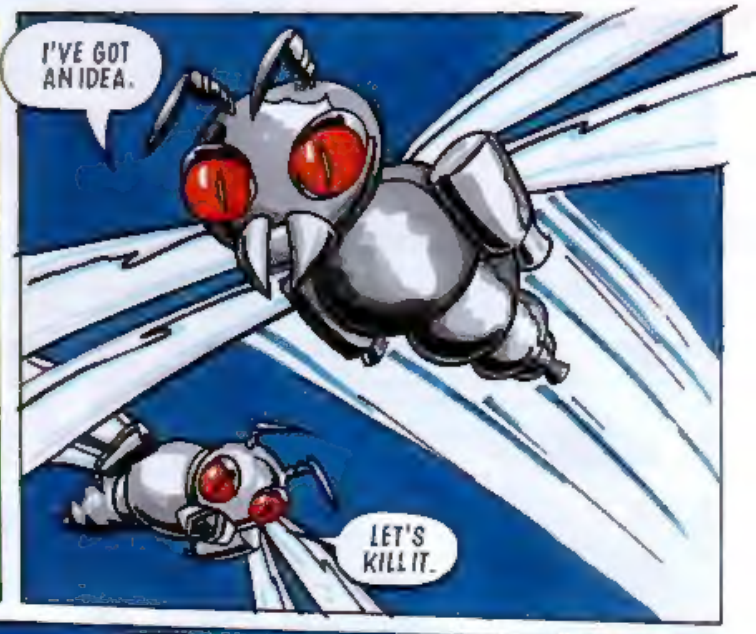
DR ROBOTNIK JUST SHOWED UP ONE NIGHT AND RAIDED THE WHOLE FOREST.
TAILS... MY MUM... MY DAD... EVERYONE!
:SNIFF!: I'M THE ONLY ONE LEFT IN THE ZONE.

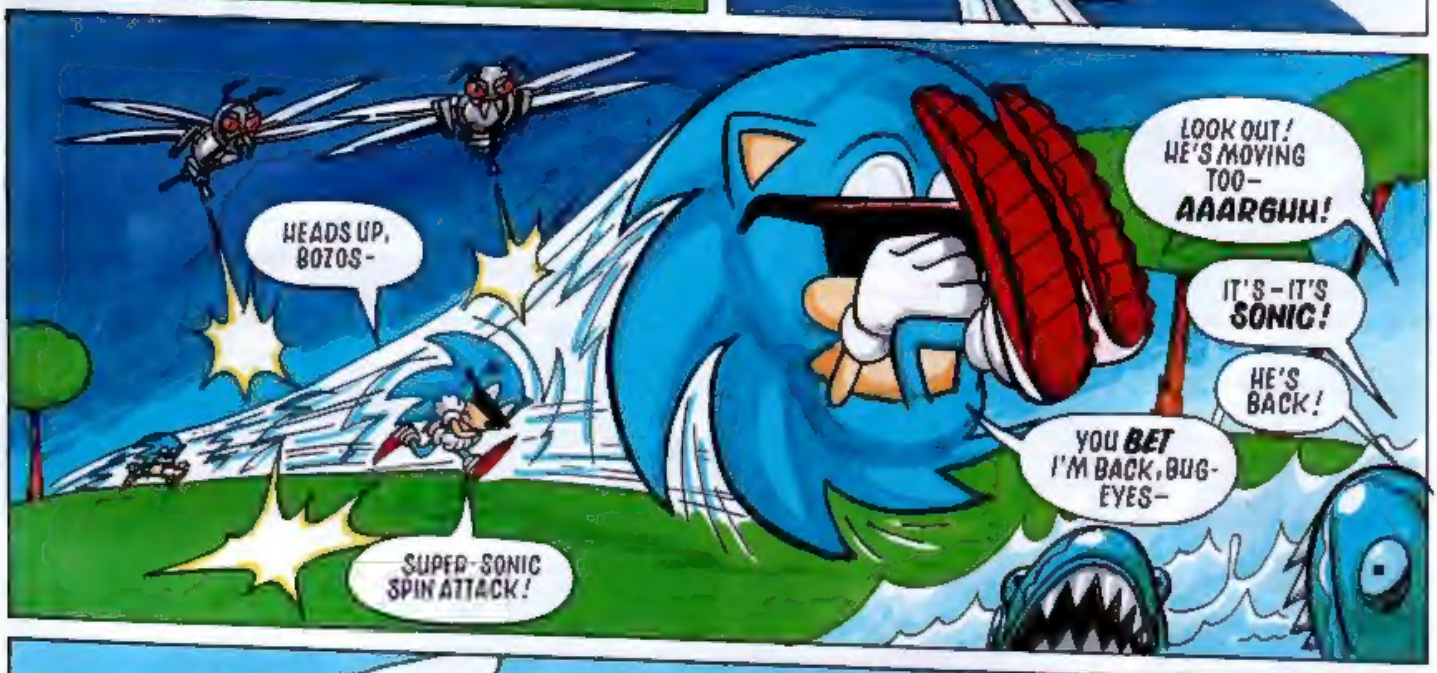
TAKE IT EASY, KID. I'M HERE NOW.
STAND WELL BACK. I'M TRYING OUT THESE NEW POWER-GRIP TRAINERS!
BUT WHO - WHO ARE YOU?


YOU MUST BE NEW HERE – THE NAME'S SONIC.
I SORT THINGS OUT.

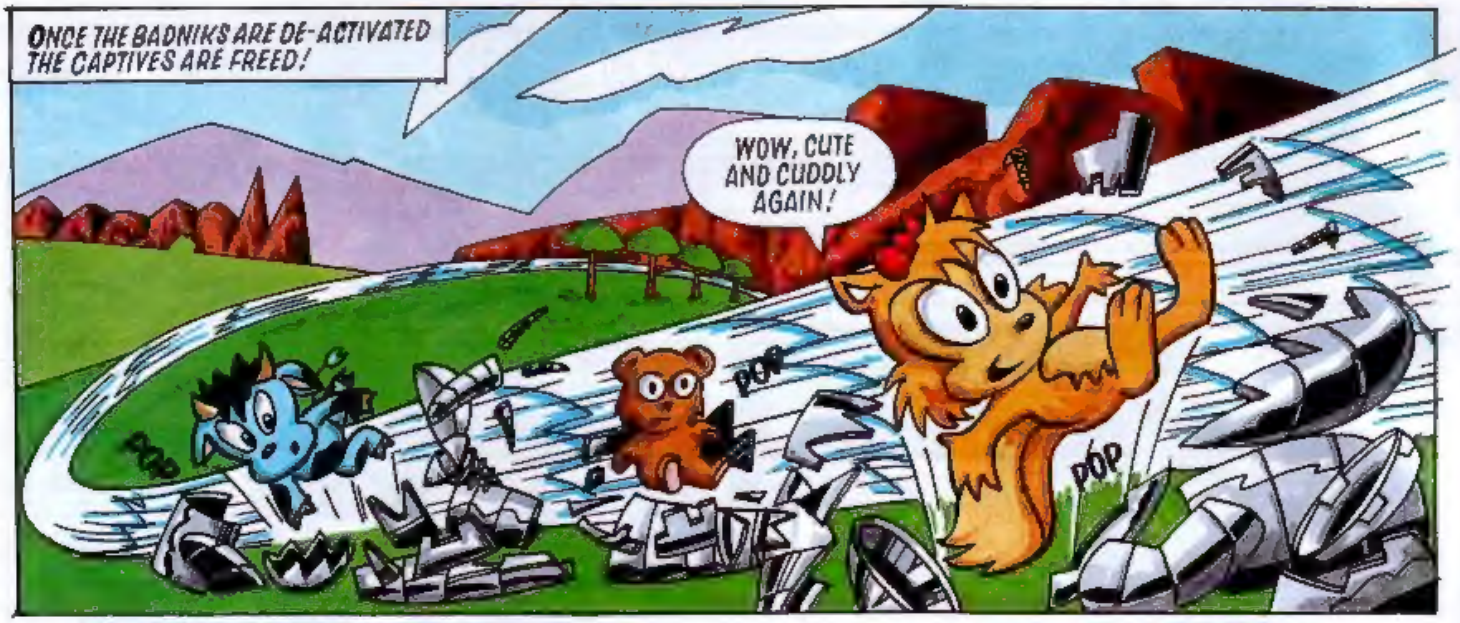
STAYHEREI'LLBEBACK.
WOW!


LOOK! OVER HERE!
I CAN SEE SOMETHING MOVING.
I THOUGHT WE'D WIPED OUT THE LAST OF THOSE AWFUL LITTLE CREATURES!

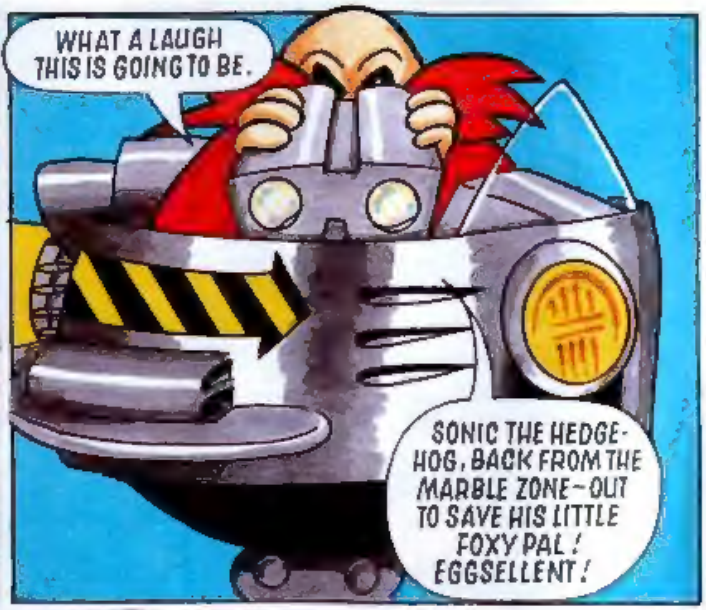

I'VE GOT AN IDEA.
LET'S KILL IT.


HEADS UP, BOZOS-
SUPER-SONIC SPIN ATTACK!
LOOK OUT! HE'S MOVING TOO- AAARGHH!
IT'S-IT'S SONIC!
HE'S BACK!
YOU BET I'M BACK, BUG-EYES-

BACK WITH A BAD ATTITUDE!
SMASH
AAWWRKK!

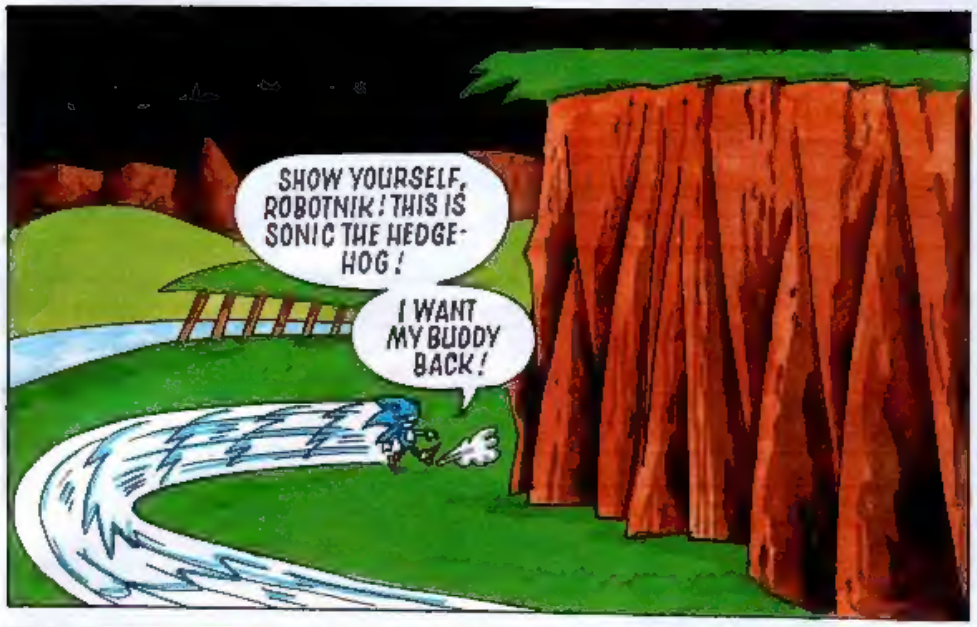

ONCE THE BADNIKS ARE DE-ACTIVATED THE CAPTIVES ARE FREED!
WOW, CUTE AND CUDDLY AGAIN!
POP
POP

NOW FOR TAILS!
I HAVE A GOOD IDEA WHERE HE IS!


WHAT A LAUGH THIS IS GOING TO BE.
SONIC THE HEDGE-HOG, BACK FROM THE MARBLE ZONE – OUT TO SAVE HIS LITTLE FOXY PAL! EGGSELLENT!

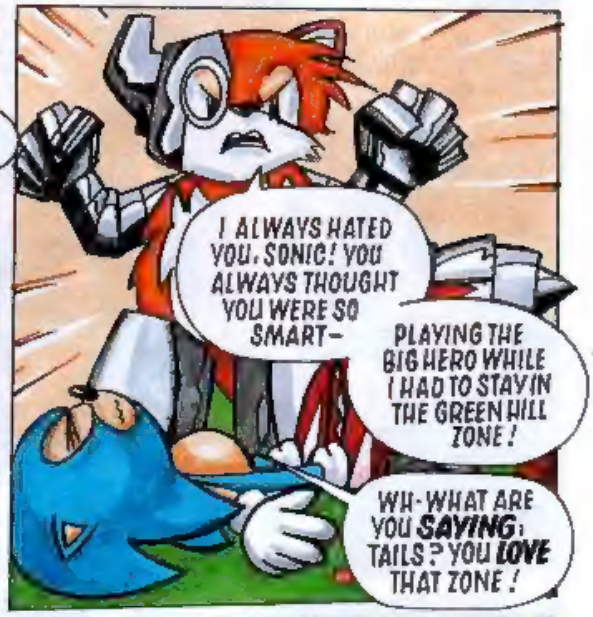
YOU THINK YOU CAN TACKLE THAT BLUE STREAK, TAILS? I HEAR HE'S VERY FAST.
TAKE IT EASY, ROBOTNIK.
SONIC DOESN'T STAND A CHANCE.

IF THAT STUPID HEDGEHOG LAYS A FINGER ON YOU –
HE'S HISTORY!


SHOW YOURSELF, ROBOTNIK! THIS IS SONIC THE HEDGE-HOG!
I WANT MY BUDDY BACK!

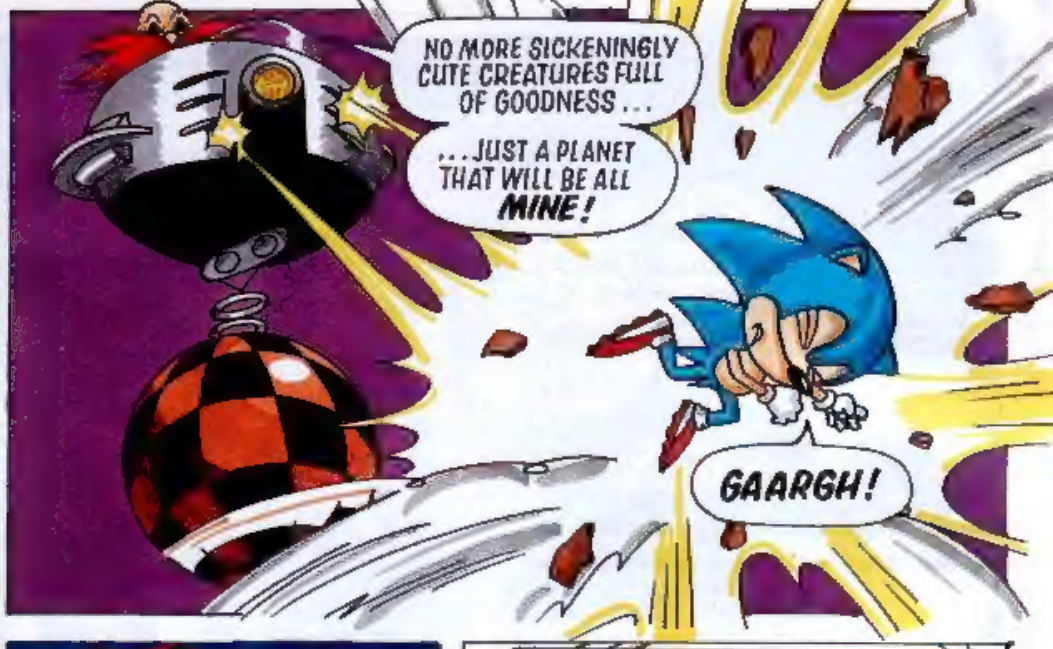
SONIC?
WHA-?

GO! GO! GO! SUPER-SONIC SPIN!
UUNNGH!


I ALWAYS HATED YOU, SONIC! YOU ALWAYS THOUGHT YOU WERE SO SMART–
PLAYING THE BIG HERO WHILE I HAD TO STAY IN THE GREEN HILL ZONE!
WH-WHAT ARE YOU SAYING, TAILS? YOU LOVE THAT ZONE!

NOT ANYMORE, CREEP!
NOT SINCE YOUR CHIRPY LITTLE PAL JOINED MY BAD-NIK ARMY!
AAARGHH!

THAT'S WHAT I PLAN TO DO WITH EVERYONE IN THE WORLD, SONIC...
...THAT'S WHAT I PLAN TO DO WITH YOU!


NO MORE SICKENINGLY CUTE CREATURES FULL OF GOODNESS...
...JUST A PLANET THAT WILL BE ALL MINE!
GAARGH!

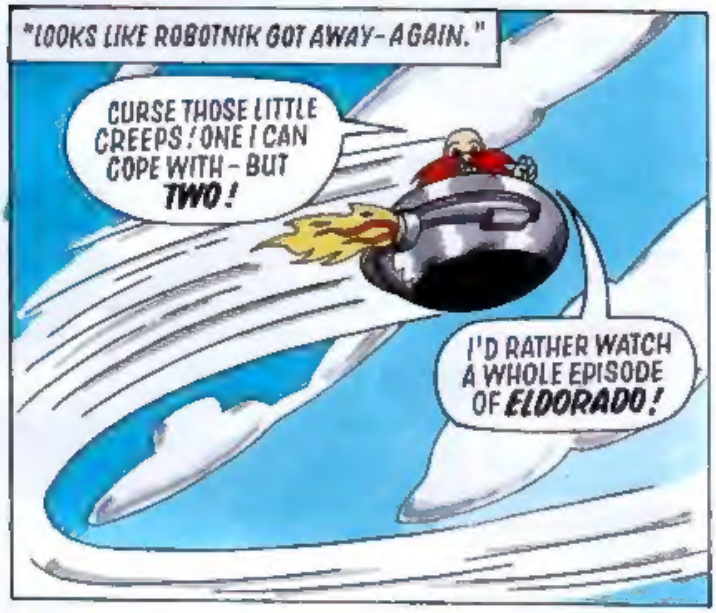
N-NO, THIS IS WRONG! SONIC'S MY...P-PAL!
FZZK
BRRRRR

IT'S GAME OVER SPIKEBALL. TIME TO SAY NIGHT-NIGHT!
ROBOTNIK...

GET AWAY FROM MY PAL EGG-BREATH!

SUPER-SPIN ATTACK!
AAIIEEE!

HEY, THAT WAS SOME MOVE!
YOU OKAY?
A LITTLE SHAKEN. AT LEAST THE EXO-SKELETON TOOK MOST OF THE BLAST!


"LOOKS LIKE ROBOTNIK GOT AWAY - AGAIN."
CURSE THOSE LITTLE CREEPS! ONE I CAN COPE WITH - BUT TWO!
I'D RATHER WATCH A WHOLE EPISODE OF ELDORADO!

SHEESH! I LEAVE YOU ALONE FOR FIVE MINUTES AND YOU END UP AN EVIL ROBOT!
DON'T RUB IT IN. I FEEL BAD ENOUGH ABOUT ATTACKING YOU!

YEAH, WELL THERE'S NOT A BADNIK MADE YET THAT CAN BEAT ME.
BESIDES, IT GAVE THESE NEW TRAINERS A GOOD WORK OUT.
UH... GUESS THEY COULDN'T KEEP UP WITH ME!

GOOD JOB I DON'T NEED SPECIAL SHOES. THE POWER IN ME IS AWESOME ENOUGH AS IT IS!
COME ON, TAILS, LET'S GET YOU BACK HOME BEFORE YOU GET IN ANY MORE TROUBLE!
NEXT ISSUE: MAYHEM IN THE MARBLE ZONE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWERS THIS ISSUE: Tony Takoushi, Richard Burton

JUNGLE STRIKE

game type:
ADVENTURE
1 PLAYER
MD

The hot follow-up to the mega-selling Desert Strike has arrived! JUNGLE STRIKE has all-new adventures and challenges to take you to new heights of thrill-power!

You, as the hero, have to take on the son of a desert madman who you destroyed in a previous adventure. The son has joined up with a South American drug baron to revenge his father's death.

The battle takes you to different terrains and you now have multiple craft to aid you. You get to fly a Commanche Attack Chopper, Stealth Fighter, Armed Attack Hovercraft and a Special Forces motorbike.

There are nine campaigns and over 50 missions to complete that take you from Washington DC to the South American jungles and rivers. You'll encounter snow, islands and jungle temples. To help you in battle there are 26 new weapons and much tougher gameplay. You have to pilot each craft over terrain and destroy the enemy using whatever weapons that are available or can be found.

Presentation has really been beefed up with the cartridge capacity doubled from 8 to 16 megs. There are digitised voices, sampled sounds, cinematic sequences and plenty of animated enemies to take out. - TT.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yaumsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER	PRICE
ELECTRONIC ARTS	£44.99

GRAPHICS 70
SOUND 80
PLAYABILITY 75

RAVES: Loads of challenges over 50 levels
GRAVES: Graphics could be better

OVERALL 85%

FINAL FIGHT

game type:
FIGHTING
1 - 2 PLAYERS
MCD

FINAL FIGHT is one of the first games to really show what the Mega CD can do for gameplaying.

The basic problem you first encounter in this game is that the Mayor's daughter - your sweetheart(!) - has been abducted by vicious hoods. There's nothing to do but invade the gangsters' hideout and battle the bad guys. Just to make matters worse the Mayor is under pressure to give in to the villains and let them run riot in the city - that or he never sees his daughter again.

The action takes place against a horizontally-scrolling backdrop where you have to defeat a set number of enemies before you can move on to the next section. There are power gauges to show your and the current attacking enemies' power. If your gauge hits zero then you lose one of your lives but continue on from your current position.

There are six stages to fight through and special bonus rounds to rack up those crucial extra points.

You can choose from three different players at game start; Cody, Guy or Haggar. Each one has their own attack style and special moves. There are also two player options.

Extra food, weapons and money can be picked up along the way by smashing background items like telephone booths and dustbins.

What really sets FINAL FIGHT apart from other fighting games is the superbly detailed graphics, great sampled sound and the heavy, heavy duty action around every corner. - TT.

FAST FAX

PUBLISHER PRICE

GRAPHICS 80

SOUND 80

PLAYABILITY 75

RAVES GRAVES

75%

BATMAN RETURNS

game type

MCD

Mega Drive owners who bought Batman Returns on cartridge may have been disappointed at the lack of playability. The Mega CD version is a whole new experience with extra levels and full-blown orchestrated music.

The basic platform game is still there but extra action scenes have been added, featuring a car and the BatBoat and, as already mentioned, the music has been completely redone.

The aim of the game is to thwart the evil Penguin by fighting your way through Gotham City. On the streets or in the sewers the action is hot although the playability is tame.

The Mega CD version, with masses of scaling and rotation effects, shows just how close this machine is getting to the arcade machines. The Batmobile driving stages are amazing. The buildings whiz by and the road effect is stunningly smooth. You have to ram, shoot or launch missiles to blow up other bikes, jeeps or cars and then face every end-of-level bosses who are really tough.

The presentational touches are excellent. The BatBoat sequence has you zooming along through underground caves facing humungous doors and bosses.

The nasties are fast and loose and you need all the skill you can muster to beat them.

The standard of Mega CD has been set. Doubters who dismissed the system based on the early releases should check out the Mega CD titles in this Review Zone to see the awesome future of video gaming. - TT

FAST FAX

PUBLISHER PRICE

GRAPHICS 85

SOUND 90

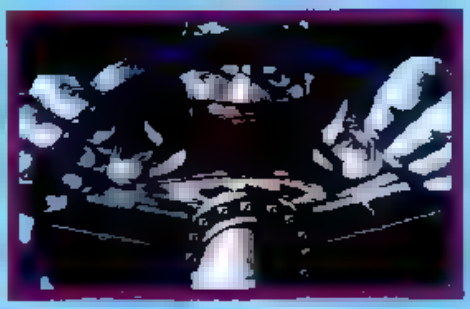
PLAYABILITY 70

RAVES GRAVES

Brilliant music

Platform section lacks addictiveness

85%



REVIEW

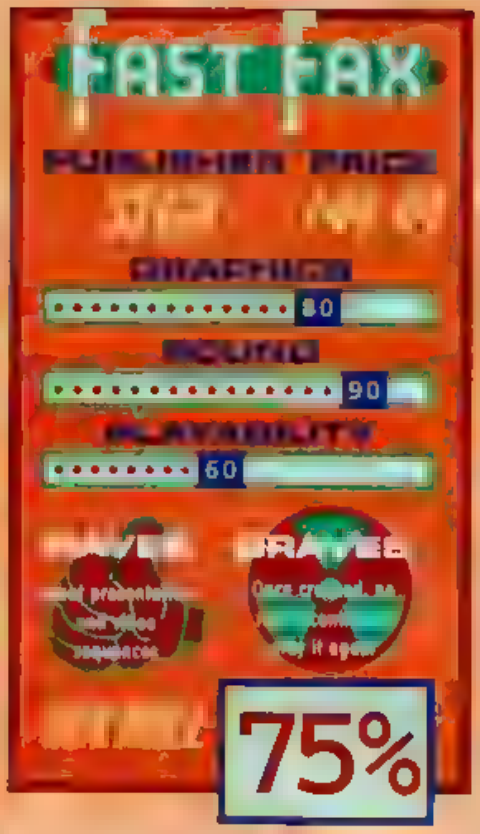
Forget all the rabid media attention this game received some time back. Now: Too is actually one of the most exciting games to hit the Mega-CD yet.

You have to monitor the events in a house full of weird ghouls, a house where visitors have disappeared under strange circumstances. A party of five girls are about to arrive for the weekend. Your job is to check all the rooms monitoring the action and doing your darndest to protect the girls from the weird Aliens who have invaded the house. You do this by watching real movie scenes as you go from room to room and telepoorting colour-coded traps. These colors can be changed by characters in the house so you have to listen in on conversations to know what the nasties are.

There is an overall map of the house — the action happens in real time. So you can't switch off, you have to pay attention!

This is a very challenging game and the possibilities to just sit back and watch is gone for the long-run spell down for the game.

Overall a Mega-CD classic with some [illegible]

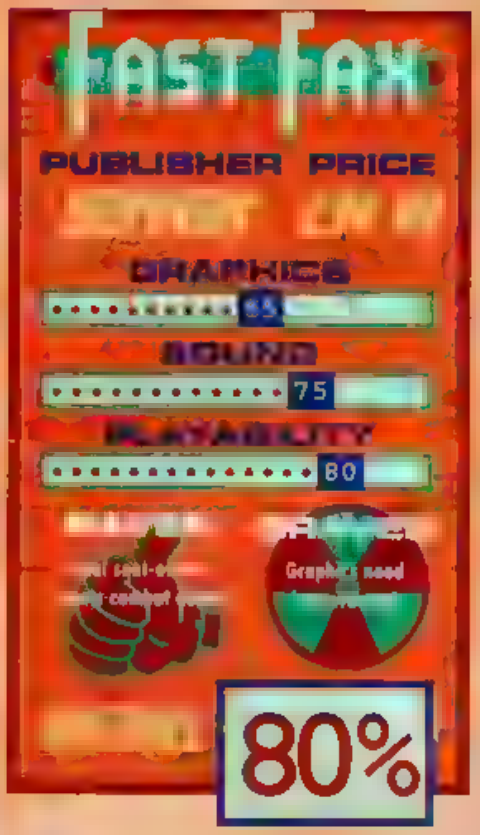


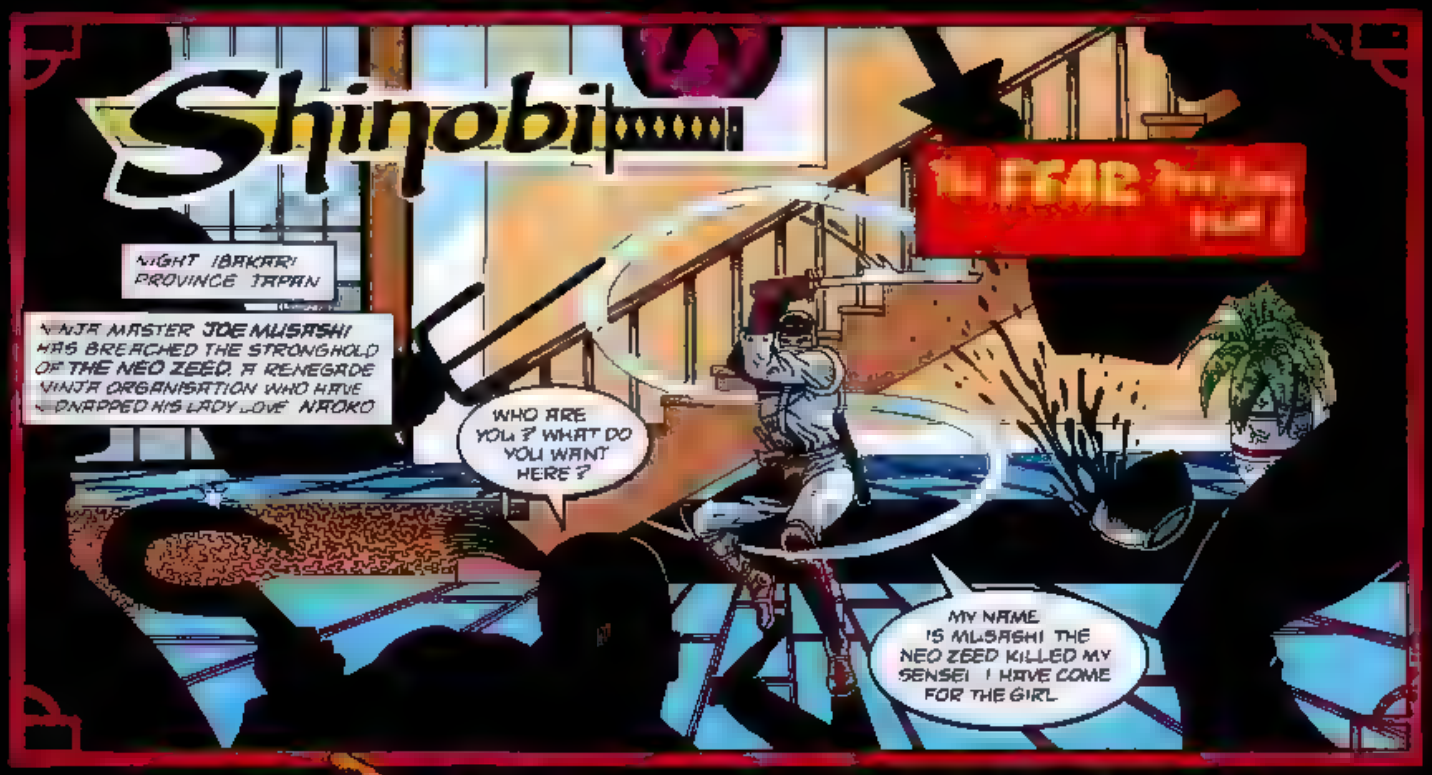
Join the US Army's super elite combat chopper team the Steel Talons with this action-packed combat flight sim. Take the controls of your helicopter gunship and fly against enemy tanks, missiles, guns, jets, helicopters and more.

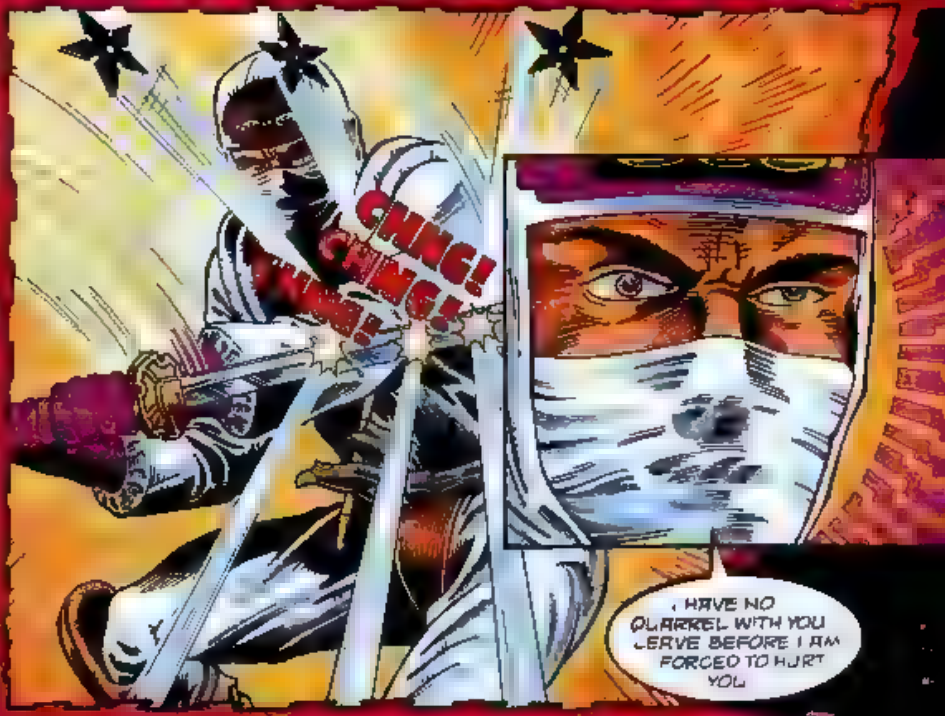
On offer are twelve missions involving different types of terrain, each one filled with a whole variety of hostiles. To set you up a training mode has you literally flying through hoops as you learn the relatively simple controls and weapon systems of the gunship. There's also a head-to-head mode for aerial combat - for those who like shooting things out of the air!

Not a bad combat sim at all. The 360-degree polygon graphics scroll around smoothly but lack the detail and depth of similar games, like the Jaguar Cannon, for example. However, Steel Talons does then make up for this deficit in the action stakes. Either flying through steep valleys or taking out multiple targets, there are very few quiet moments!

There's a strange lack of exterior views, usually associated with flight/combat sims. Even there has a simple zoom in/out feature that either gives you a pilot's-eye view or puts you behind the chopper in spectator-plane mode. - SB.



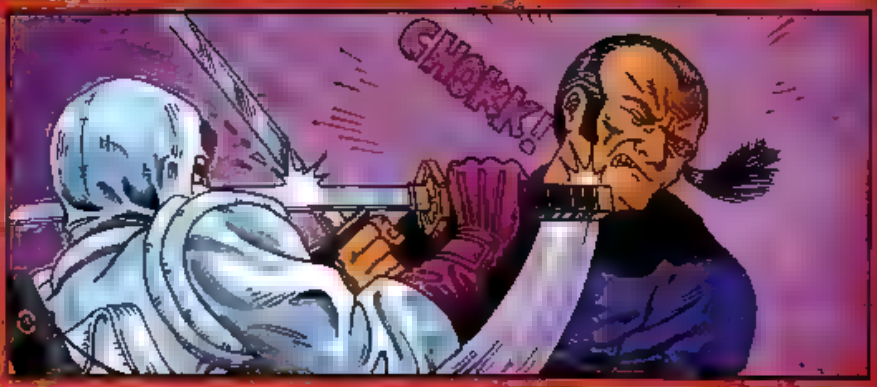


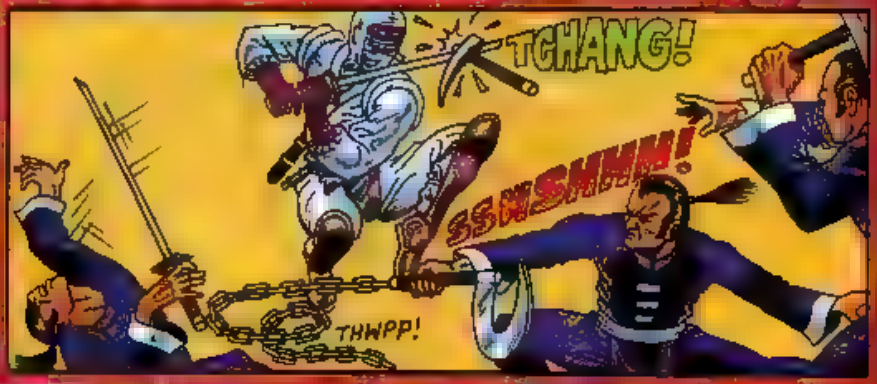


Script: Alan McKenzie Art: Jon Hayward Lettering: Ellie de Ville

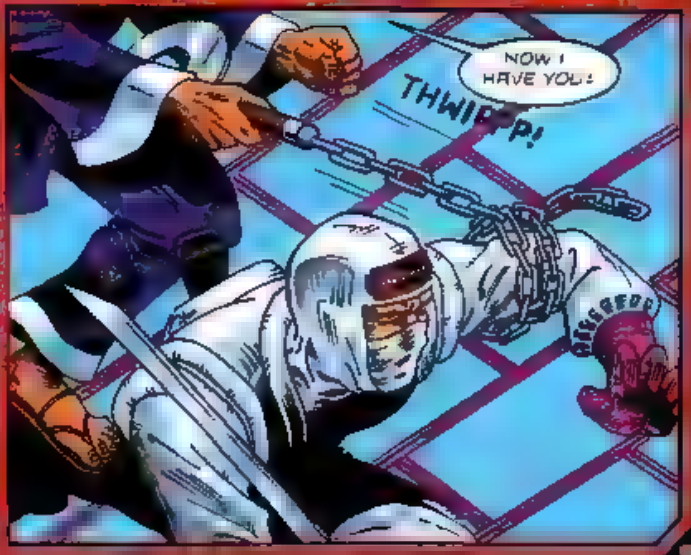
WE ARE NEO ZEED. WE HAVE SWORN DEATH TO ENEMIES OF OUR DOJO.

TSUNG!


GHORK!


TCHANG!
SSWSHMM!
THWPP!

WHOKK!

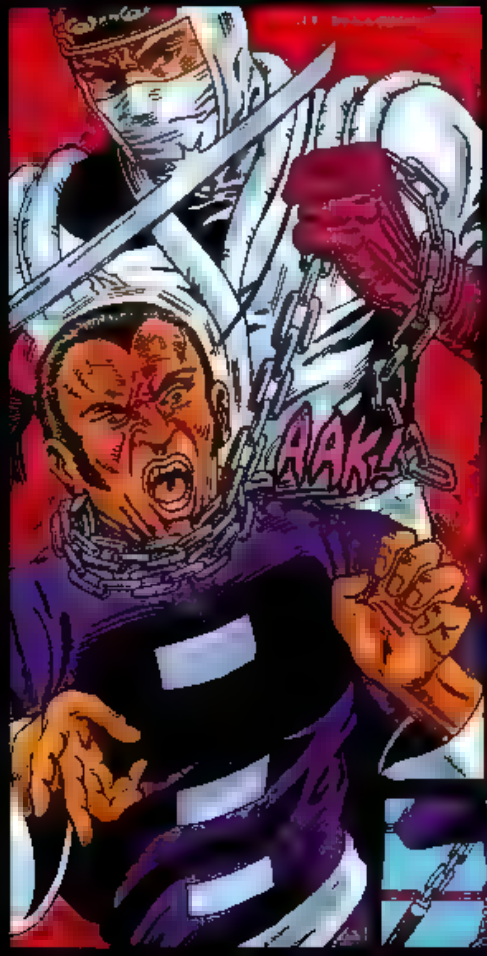

NOW I HAVE YOU!
THWIPP!

HUH ?

THUMPP!
UHHH

THUMPP!

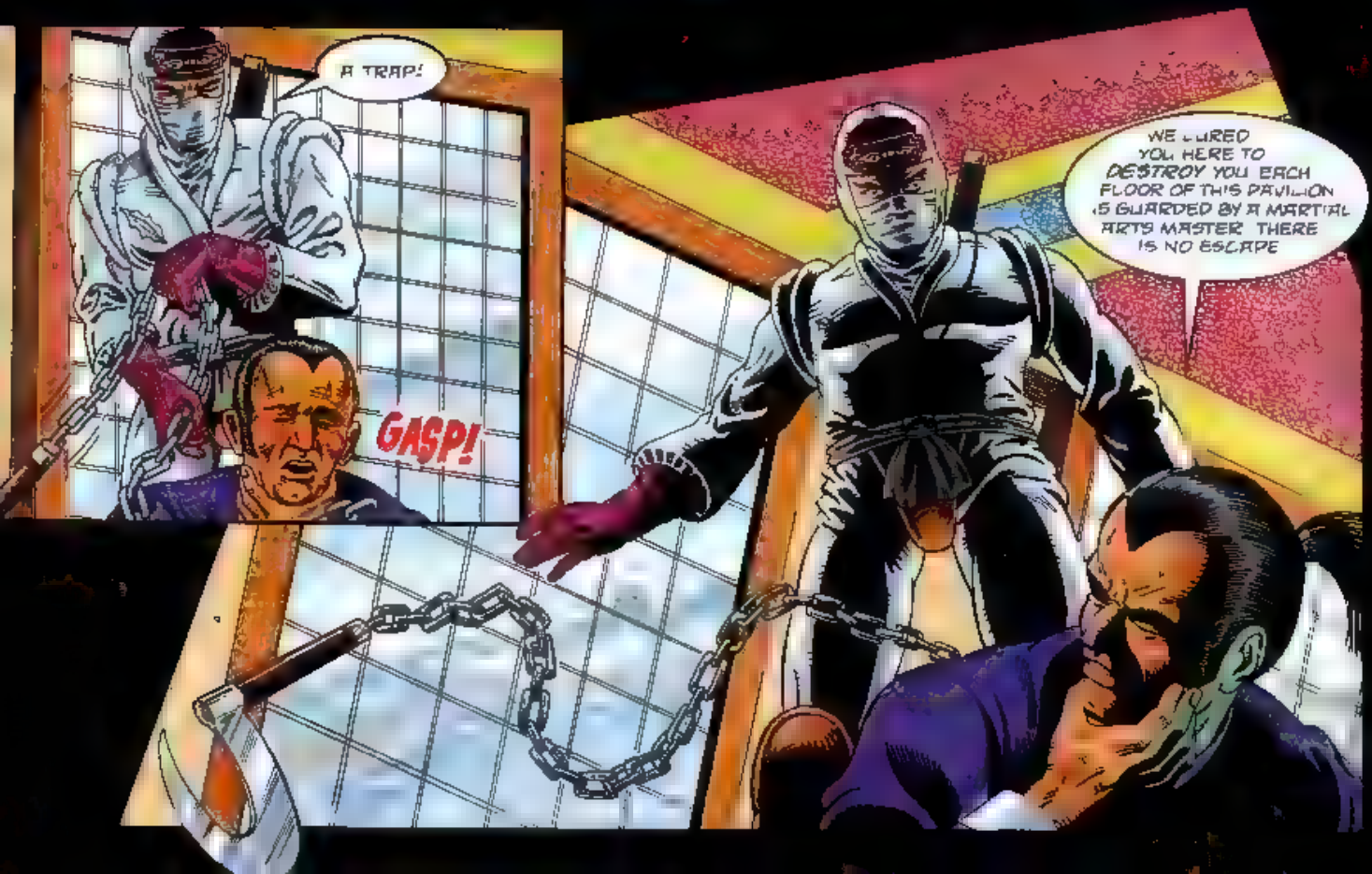
忍


AAK!

CLANG
WHKK!

WHMPP!

NOW TELL ME
WHERE IS NAOKO?
SHE'S
NOT HERE
NEVER WAS


A TRAP!
GASP!
WE LURED YOU HERE TO DESTROY YOU EACH FLOOR OF THIS PAVILION IS GUARDED BY A MARTIAL ARTS MASTER THERE IS NO ESCAPE

YOU'LL HAVE TO FIGHT EACH OF THEM ONE BY ONE!
MUSASHI DESCENDS THE STAIRWELL TO THE NEXT LEVEL HIS EYES TRAINED TO SEE PERFECTLY IN THE DARKNESS
BUT EVEN MUSASHI'S EYES ARE UNPREPARED FOR THE SIGHT THAT GREETS HIM AT THE BOTTOM OF THE STAIRS
WELCOME MY SON KNOW WHY YOU HAVE COME
SPIRITUAL COMFORT

NEWS Zone

Taking Over Control

New Sega Mouse and 4-player controllers coming soon

Sega is determined to give you even better control over specialised games with the announcement of two new control devices.

The Sega Mouse will open up a whole new world of adventure and RPG games on the Mega Drive and Mega CD. These games, which require precise control of characters, on-screen options and pull-down menus, have always been difficult to access with the standard Sega joypad. The new Mouse controller features two buttons mounted on the top and a rollerball underneath. Moving it around on a flat surface enables you to select on-screen items by pointing and clicking. A unique feature of the Sega Mouse is that it can be turned upside down and used as a trackball-like hand controller. The Mouse goes on sale in September and will cost £24.99.

The second device, called the Multi-tap, enables up to four players to be connected to a single joystick port on the Mega Drive. This has been designed for sports games like Soccer and Tennis, where several players can take part.

There is an option for a second Multi-tap to be connected to the Mega Drive's other joystick port - enabling a massive eight-player team to take part.

However, this is only possible on games that cater for up to eight players.

The Multi-tap also is available in September, price yet to be fixed.

Rentacart

Try-before-you buy scheme kicks off in video shops

Sega video games are now available to rent in 160 Blockbuster and Ritz video stores around the country. This means that getting hold of the latest hot Sega cart will be as easy as popping down to the video shop and forking over £2.

Blockbuster and Ritz stores will be stocking a wide range of Sega titles including mega-hits like Sonic, The Hedgehog, Castle of Illusion, Lemmings, Golden Axe and many more. A round 250 titles are likely to be on the list.

Rental costs £2 per cart. This is for overnight only at present, so play fast! and you have to be a Ritz or Blockbuster member. It's planned also to offer the games for sale later.

The scheme is at the moment only running in London, the South East and Scotland. However, it is hoped that all 800 Blockbuster and Ritz shops will be renting Sega games by late this summer.

Catch It If You Can!

The Sega Bus is heading your way

They're on the road again and rolling towards you. What are? Sega's mega fun buses, that's what. Jam-packed full of Sega games systems, games, prizes and goodies the three white and blue buses with Sonic on the side are visiting events and venues all over Britain this summer.

If you see one climb aboard (don't forget to say Sonic The Comic sent you). Downstairs you can take control of Jaguar XJ220 on the awesome new Mega CD or pit your wits against a whole range of the best Mega Drive games from Ecco The Dolphin to Road Rash.

Upstairs you could win exclusive Sega goodies, sunglasses, baseball caps and T-shirts. There are freebies and spot prizes for everyone in the official UK Sega Challenge - the search to find the ultimate Sega player.

STC will be keeping up with the progress of the buses by letting you know in each issue where they will be during the next two weeks. So, if you live or are on holiday in any of the following places, look out for the Sega Bus.

Where to Catch the Sega Bus

11th & 27th June

Brands Hatch, Kent: BTCC - **12th & 13th June**

Wadebridge, Cornwall: Royal Cornwall Show - **11th & 12th June**

Sunderland: Seaburn Show, Seaburn Recreation Ground - **12th & 13th June**

Perranporth, Cornwall: Perran Sands Holiday Centre - **13th June**

Biggin Hill, Kent: International Air Fair - **18th & 19th June**

Bristol: Bristol Motor Show, Durdham Downs - **19th & 20th June**

Rotherham: Rotherham Tattoo, Herringthorpe Leisure Complex - **19th & 20th June**

London, Wandsworth Show, Tooting Bec Common - **26th & 27th June**

Uxbridge: Middlesex Show - **26th & 27th June**

Stockport, Cheshire: Woodford Air Show - **26th June**

Scarborough: Cayton Bay Holiday Centre - **26th & 27th June**

Pirate TV Storms the Airwaves

Sega's mega-million pound ad makes records

You've seen it. You've oohed, you've aahed, you've been gob-smacked! Sega's £1 million plus Pirate TV television ad for the Mega CD has wowed the nation and gone straight into the record books.

At two and a half minutes long it is the longest single TV ad ever shown and has gained a place in the Guinness Book of Records.

The TV ad, just part of the whole Pirate TV campaign, which also included posters, press ads and such totally ficticious products as A La Kat cat food and Ecco washing powder (who thought those were real?), was designed to be revolutionary and still in keeping with Sega's 'street cred' image. It's a stunning feast of eye-popping visuals, including a 'mini-remake' of the war movie Apocalypse Now actually made on location in Thailand. The ad stars actor Steve O'Donnell, the 'demon barber' from Sega's earlier TV ad campaign.

Above: 'Be cool. Would you buy a Mega [illegible]'

Keep an eye out for bits of the ad cut down into 60 second chunks, being used to advertise other Sega software during the rest of the year.

Short Bursts

BENN FIGHTS ALI

Billed as The Fight That Could Never Happen, Nigel Benn, the most explosive boxer of recent years, took on Muhammad Ali, Heavyweight [illegible] at a generation ago in the boxing ring [illegible] electronic boxing ring!

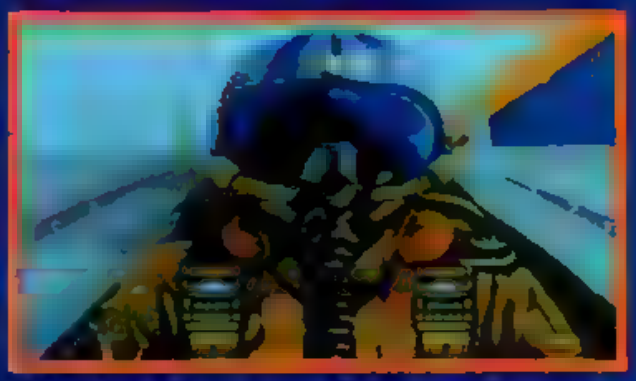
The Dark Destroyer teamed up with The Greatest as they annihilated opponent after opponent in Virgin's upcoming Mega Drive release MUHAMMAD ALI'S HEAVYWEIGHT BOXING. It was a bit of a one-sided fight as Nigel took the pummelling the action [illegible]

Ali, a keen Mega Drive player, 'found the going tough but ultimately triumphed.

'I took a few good shots but I'm still standing,' admitted the [illegible] shortly after a good fight session.

See some long [illegible] with generation Muhammad Ali's HEAVYWEIGHT BOXING, due out for the Mega Drive in July, price £39.99.

STRIKE EAGLE COMING IN FAST



F-15 STRIKE EAGLE II, the classic computer flight sim, is due for release on the Mega Drive this September. Apart from being a great flight sim it also marks MicroProse's entry into the Sega market.

W.T.-15 STRIKE EAGLE II is half as good as its computer [illegible] this will be a cart that will fly off the shelves!

TORNADO SONIC

We all know Sonic is a hot [illegible] but two teenagers, Wayne and James Turner, found out just how hot he is last month.

While engrossed in playing Sonic [illegible] they forgot [illegible] of [illegible] they had left under the grill. The resulting fire caused £15,000 worth of damage to their house in North Tidworth, Wiltshire!

Wayne and James escaped the inferno unscathed. Hey, guys [illegible] the game better!

GAMES GOLDMINE

In a move to help ease the strain of high game prices, Sega have re-released 48 titles for £19.99 each, many of them short-lasting classics.

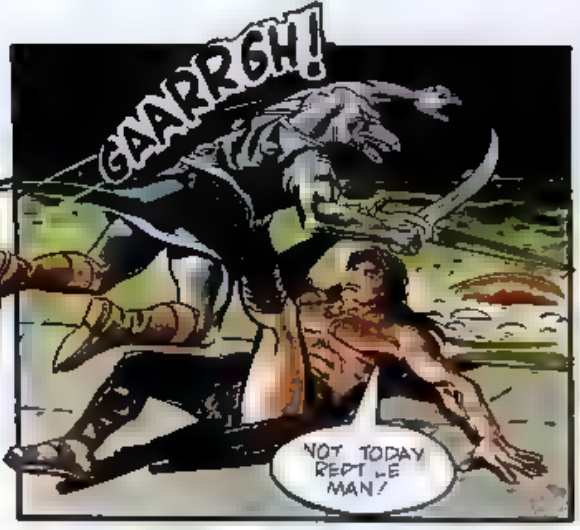
Former Ace (I, Robot) [illegible] Sonic (STC superstars both!), Toe Jam & Earl, Sonic and Joe Montana Football are just some of the games now effectively going for half-price. Well worth a place in any decent collection.

The Legend of the
GOLDEN AXE
Citadel of Dead Souls
Part 2
TO BRING LIFE BACK TO THE EVIL EMPEROR DARK GULD, THE SORCERER BLACKSPELL PLANS TO SACRIFICE TYRIS-FLARE AND GILIUS-THUNDERHEAD. FOR THE MOMENT THEY ARE HIS PRISONERS IN THE CITADEL OF DEAD SOULS...
GO AND ROT IN THE DUNGEONS AMAZON!
HEY, RIGIA, YOU PLAN TO LEAVE ME HANGIN' AROUND LIKE THIS?
BE SILENT, DWARF
HI, TYRUS
CHARMING PLACE SERVICE IS LOUSY TOO!

MEANWHILE IN THE VILLAGE MARKET PLACE...
PUT THE DEAD'N IN THE STOCKS ROT LOVELY HE WILL
UH--- WHO'S DEAD? WHAT'S HAPPENING?
OOH MY HEAD
YOU'RE S'PPOSED TO BE DEAD HIT YOUR HEAD WITH A ROCK THEY DID* WE WAS GONNA WATCH YOU ROT
GULD'S BREATH! MY HEAD!
* SEE LAST ISSUES ACTION PACKED EPISODE Nagaccord
MY FRIENDS--- WHERE ARE THEY?
BLACKSPELL'S CREATURES TOOK 'EM. ROTTING IN HIS DUNGEONS NOW, THEY WILL BE
WIZARDS KNOW A FING OR TWO 'BOUT ROTTIN'
AS DUSK FALLS...
'S NOT FAR YOU'LL BE AT THE RUINS BY MORNING BLACKSPELL LIVES THERE IN HIS CITY-DOLL OF DEAD SOWS
THANKS OLD CRONE HERE'S A COIN FOR YOUR TROUBLES
PAH COIN DON'T ROT ONLY FLESH ROT REAL GOOD

DAWN'S LIGHT REVEALED THE RUINED CITY OF AUROPOLIS...
...AT ITS CENTRE, THE CITADEL OF DEAD SOULS.
CREEPY PLACE, HUH, FELLA?
WE TAKE IT REAL CAREFUL FROM HERE...
GULD!
KKRUNCH!
HIDDEN RIVER! A CREATURE'S GOT MY BIZARRIAN!
EEEHHH!
SSHUCKCHK!
TOO LATE TO SAVE IT - BUT THIS MUCK DWELLER AIN'T GETTING ME AS WELL!
AX BATTLER FOLLOWED THE UNDERGROUND RIVER
PHEW, WHAT A STINK! MUST BE THE MAIN SEWER AS WELL!

SSS! INTRUDER! YOU DIE!


GAARRGH!
NOT TODAY REPTILE MAN!

NO- HELP
EEEARGGH!

WITHIN A LIZARD EGG CHAMBER A HATCH MAIDEN IS ALERTED
SORCERER BLACKSPELL, ANSWER THIS CALL WE ARE IN DANGER---

ENOUGH! YOU'LL WARN NO ONE ELSE...

WELL, AX BATTLER 'D HEARD YOU WERE DEAD

AT LEAST I'LL HAVE THE PLEASURE OF ENDING YOUR LIFE- PERSONALLY!
BUILD A BREATH!

NEXT ISSUE CORPSELANDS GATES!

Q Zone

Q is for Question.

Q is for Query.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

Our regular service will begin very soon. Meantime, here are a selection of hints and tips to keep you hassle free and game friendly!

MICKEY & DONALD IN WORLD OF ILLUSIONS — Codes

MD

This is a great game for younger players as it contains the two most famous Disney characters, Mickey and Donald. It's an above-average platform game, although many will find it easy to complete. Below are all the passwords for each level:-

Passwords for Mickey Mouse

FOREST	Mickey, Goofy, Daisy, Pluto.
CLOUDS	Cow, Daisy, Goofy, Donald, Mickey.
UNDERWATER	Goofy, Pluto, Donald, Mickey.
LIBRARY	Daisy, Donald, Pluto, Cow.
MAGIC BOX	Donald, Cow, Goofy, Pluto.

Passwords for Donald Duck

FOREST	Goofy, Mickey, Daisy, Pluto.
CLOUDS	Pluto, Donald, Cow, Mickey.
UNDERWATER	Cow, Goofy, Daisy, Pluto.
LIBRARY	Daisy, Donald, Goofy, Pluto
MAGIC BOX	Pluto, Goofy, Cow, Donald

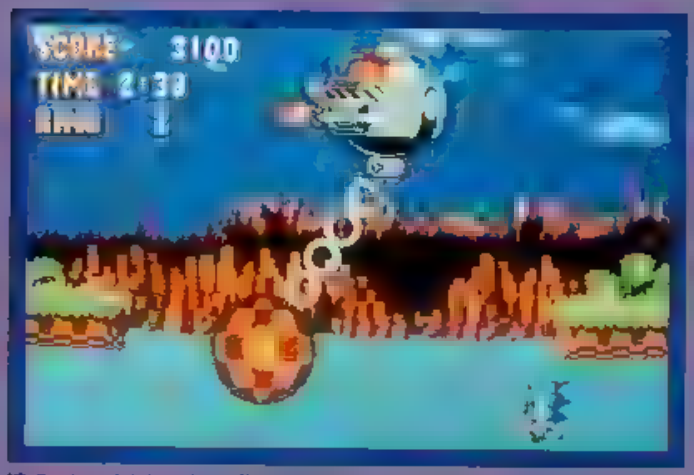
The above names all refer to the playing cards seen on the selection screen.

SONIC THE HEDGEHOG 2 — Tips

MS

Yes it's time once again to tell you about a cheat for this totally unknown game about an animal that is more acrobatic than a Kangaroo.

* Level Select: When the Sega logo disappears press UP, LEFT and both buttons on the joypad in port 2 and count to twelve slowly. Now hold down UP and RIGHT and count to five. Now press UP, LEFT and the two buttons again. When Robotnik goes off the top right of the oval press UP and RIGHT until both Sonic and Tails appear. Plug your joypad into port 1, press button 2 and a level select cheat will appear.



Nil, the above pic is taken from a Mega Drive

WONDER BOY 3 THE DRAGON'S TRAP — Tips

GG

MS

Below are several passwords for the game.

Human	WEST ONE 0000 000
Lizardman	THC3 YN4 DEAU XU7
Mouseman	6CR7 N74 8Y3A U60
Piranhaman	5J WC4 DE4U R5H
Lionman	THC3 YTT DE4U RVM
Hawkman	5JWP WCP 9E37 XXN

The Human code will also give you infinite weapons.

1/ Enter the password WEST ONE 0000 000.
2/ From the village go between the two trees and go right until you come to a door. Enter this and go to the grey block and hit it with your sword.
3/ Collect the white question mark which jumps out and a secret door will appear.
4/ Go through and you will land on a pad which will change you into a different creature. Jump in the air until you become a Lionman.
5/ Go back through the door and push UP next to the grey block. You will enter a secret room.
6/ Select the Thunderbolt with button 2.
7/ Go through the door to fight the Dragon King. Thunderbolt him to death, collect the blue cross he drops and, yipee, you have completed the game!

LEMMINGS

Codes

MD

[illegible] to control, which can prove frustrating when you are trying to get on in the later levels. However, here are 30 codes for the [illegible]

NRHGY	NMHOU	DRHGY
JIFXM	TIFXM	JNFPQ
PMNOU	PMHOU	FRHGY
LIFXM	HHPQQ	ZOFWM
HMHOU	DLHHY	VSHNU
ZGFQQ	ROPMW	BPFWM
VKHHY	NSHNU	XSHNU
BHFQQ	TOPWM	PNFPQ
XKHHY	PSHNU	LRHGY
RIFXM	HNPPQ	RNFPQ

MS

• Level Select: To get to further levels on the Master System version press buttons 1 and 2. Then rotate the D-Pad until you hear a ping. This will take around 20 rotations. Now go to the level change box on the title screen to select a level. Go to the NEW LEVEL box and a screen appears, press button 2 to leave the screen.

WONDER BOY

Tips

MS

This series of games has been extremely successful, with even more Wonder Boy games than there are Hedgehog ones. Most of them are a great challenge, and can prove to be too difficult. Here is some help.

• Level Select: Press button 1 three times on the title screen, button 2 twice and then hold both together. Press UP to skip to the next level.

ECCO THE DOLPHIN

Tips

MD

The game that has everything; music that matches the action perfectly and a Dolphin more friendly than Flipper! He faces great dangers but the following cheats should help you complete the game easily.

• Infinite energy and air: Go to the level description screen and press A, B, C and START together.

After you have completed level One it is possible to get infinite dolphins. Wait until the password screen appears then hold down START and A. When the game starts it will be paused, pressing START will unpause the game.

Enter STARFISH on the password screen and press START. You will enter the game from the Undercaves level with infinite Oxygen.

© Sega Game Gear: Rapid Deliver

game genie update

Got a Game Genie (if not, why not)? Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to these friendly folk at Hornby Hobbies for supplying the Game Genie codes

SONIC THE HEDGEHOG 2

More codes for that game featuring a speedy blue hedgehog - sounds hot, watch for it!

Level select (A and Start on title screen)	REBAA60W
Jump slightly higher	FVVTCAE2
Jump a lot higher	EBVTCAE2
Rocket jump!	CBVTCAE2
Sonic doesn't lose rings when hit	ATTTCA4W
Tails doesn't lose rings when hit	ATTTCA5G
Start with 2 Chaos Emeralds	AOZTCACA
Start with 5 Chaos Emeralds	ALZTCACA
Go straight to the end sequence	GJHAAA4G

Want any codes to make the game tougher? Drop a line to Megadroid

ROLO TO THE RESCUE

The cute looking game with the mega-challenging gameplay. With these codes you need never suffer from mice up your trunk again

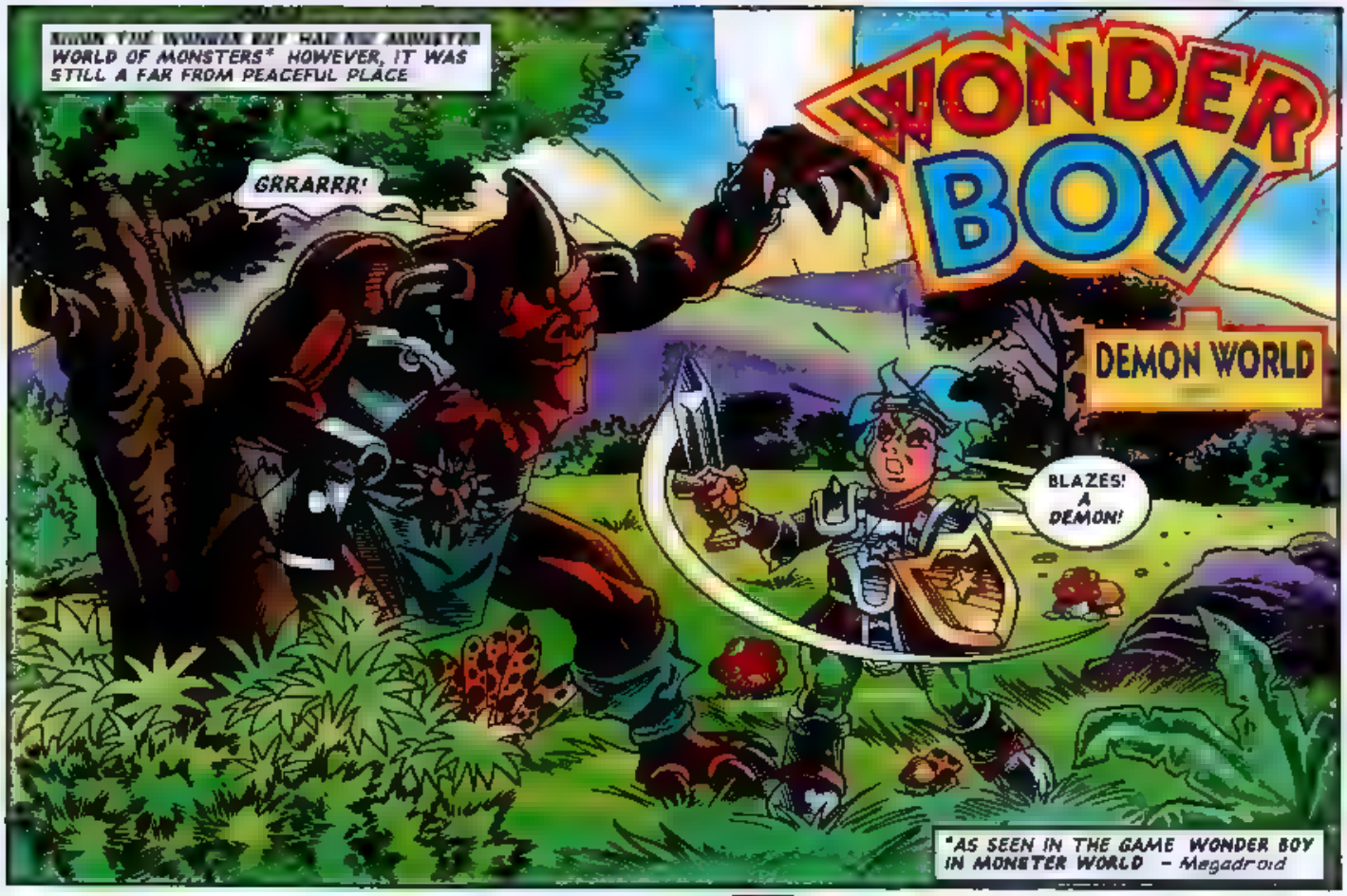
MASTER CODE - MUST BE ENTERED	RT9TR60L
Start with 10 lives	BFVTAACT
Start with 100 lives	NPVTAACT
Invincibility	ACLAAAGJ
Always have key	RGYAA616
Bogus jump	AB6TBAHN
Super jump	AB6TAATN
Invincible, infinite lives and see whole map!*	DJRAADYE

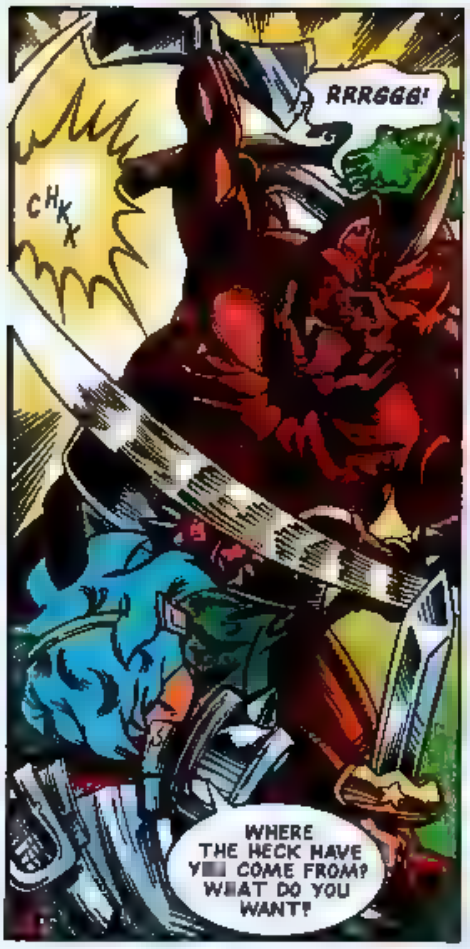
*Note: With this code the game will reset the first time you start it - when the title screen comes back, turn the Game Genie off and leave turned off.

THUNDERFORCE IV

One of the toughest games of the Sega UK Championship, now made easy with the aid of a few codes

MASTER CODE - MUST BE ENTERED (3 parts)	AABTAA5J+ AJTAA20+ RZMTA6YW
Invincibility	A25TAABT
Infinite lives	AKWTAA8R
Start with 8 lives	A9BAAAFC
Start with 21 lives	CXBAAAFC
One-up worth 2 lives	SBVABJZ6
One-up worth 4 lives	SBVABTZ6





Script Mark Eyles Art M. Du Boyano Letterer Steve Potter

RELEASE ME I'LL PUT IN A GOOD WORD FOR YOU
WHAT DO YOU MEAN? WHERE IS THIS DEMON WORLD?

DEMON WORLD IS IN THE NEXT DIMENSION.

" IT'S A HAPPY PLACE WHERE OUR GUESTS ARE TREATED WELL...

"...BY FRIENDLY AND CONSIDERATE HOSTS"

WE'RE HERE ON A 'SALES TRIP'
SOMEHOW I DON'T BELIEVE YOU

PATHETIC HUMAN! I'LL GET YOU — AARRGGH!
BLAZES! HE'S VANISHING!

SUDDENLY, A THOUGHT FLASHED INTO SHION'S HEAD...
OH, NO! THE VILLAGE!

THAT DEMON WAS JUST KEEPING ME AWAY.
LOOKS LIKE I'M TOO LATE!

ANYONE ABOUT? HELLO?
HELP! OVER HERE — IN THE WELL.

OLD KEVIN? IS THAT YOU?
DEMONS CAME... WAGONLOADS OF 'EM. TOOK EVERYONE... EVERYONE!
I HID DOWN THE WELL TILL THEY WENT. WHAT'LL I DO NOW?
GO TO ALBEDO. THE QUEEN WILL HELP YOU.

I'LL GET THE VILLAGERS BACK!
OH, THANK 'EE! TRULY YOU ARE THE WONDER BOY!

'WONDER BOY'. GAKK! AS IF I HAVEN'T GOT ENOUGH PROBLEMS, I HAVE TO PUT UP WITH A NAME LIKE THAT!

NEXT ISSUE : DEMON PACK!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let everyone know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!

DRAWN BY WESLEY GRAY, SOUTH WALES. AGE 6. MS OWNER. SONIC BADGE WINNER.

All about Sonic

Dear Sonic The Comic,

Please can you tell me why Sonic is blue, how old he is, and any other information about Sonic, because I think he's ace!

KIM ANAND, SOUTHPORT, CHESHIRE. AGE 8. SONIC BADGE WINNER.

I think he's ace, too, Kim. Pity he never stays around for long enough for a chat.

As for Sonic's origins and more information about him, keep your eyes on the Sonic story in every issue of STC. We're going to be revealing his origin, Robotnik's origin and a whole lot more you've not even asked about!

Major things will be happening in Sonic's world very soon. Keep on reading STC to find out exactly what!

Penpal Corner

Dear Sonic The Comic,

I'd like to reply to the very dubious letter from a 'Mr Oldfash' (?) in your first issue.

Don't you have anything better to do with your time than write stupid letters about things you obviously know nothing about?

Computers are the way forward and computer games are surely better than watching violence (and other mindless rubbish) on TV. The games also help develop reflex actions and concentration skills, not to mention that they keep young people off the streets!

There's nothing wrong with a little progression; we can't really expect our children to read 'The Famous Five' any more, can we?

MRS TING (CONCERNED MUM), SOUTH LONDON. SONIC BADGE WINNER.

PICTURE BY SALLY MANSON, SISTER OF DAVID. SONIC BADGE WINNER.

My mum's a Pushover!

Dear Sonic The Comic,

What a comic! There's something for everyone in it. My little sister has drawn the enclosed pic of Ecco and his friends; I very generously gave her some of the stickers, which were great by the way. I loved the Simon story, especially the drawings; so much action and adventure.

I'd like a Mega Drive for my birthday and I've shown your comic to my mum and even she approves, so it can't be bad! She says it's not such an 'assault on the eyes,' so you never know, you might just be responsible for the best birthday present ever!

In the meantime, lots more tips and news, please!

DAVID MANSON, BRISTOL. AGE 10. GG OWNER. SONIC BADGE WINNER.

Lucky little Boomer, aren't you? I slave night and day on this comic and those boring dumes in charge won't even let me have a Mega Drive...

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!

A last Request

Dear Megadroid,

Suggestion: Can you make DeathAttack into a comic story?

ROBIN DEWART, SOUTHAMPTON. AGE 12. MD OWNER. SONIC BADGE WINNER.

Response: Yes we can; watch this space. There's a badge in the post for you, Robin.

NEXT ISSUE

MAXIMUM OVERLOAD!

FREE! GIANT-SIZED DOUBLE-SIDED POSTER starring

SONIC THE HEDGEHOG!

- only in SONIC THE COMIC No. 3!

4 MEGA-THRILLING COMIC STRIPS!

SONIC THE HEDGEHOG
Trapped in the Marble Zone!

SHINOBI
Between Musashi and the next level - the Martial Monk!

LEGEND OF THE GOLDEN AXE
Meet the chain gang - Ax, Tyris and Gilius!

WONDER BOY
Shion takes on the Demon forces!

PLUS! The final part of The Grand Opening Campo!

AND The latest news, reviews, charts and more!

Only 95p

SONIC THE COMIC No.3
on sale Saturday 26th June

RUN, DO NOT WALK, TO MAKE SURE OF YOUR ORDER NOW!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....
SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....
would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 2 OF STC?

☐ %